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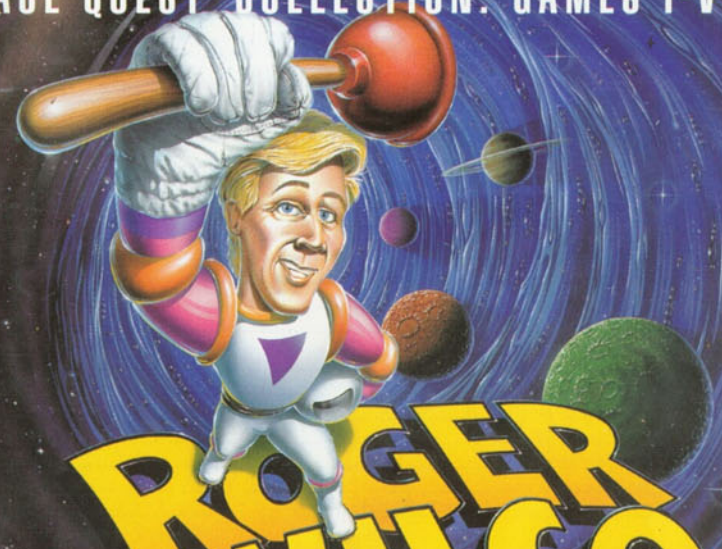
SPACE QUEST® COLLECTION: GAMES I-V



ROGER WILCO UNCLOGGED

PLUNGE INTO 5 GRIPPING GAMES—IT'S A ROYAL FLUSH!

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SIERRA®

COLLECTOR'S SERIES

Table of Contents

A Letter from Ken Williams 2

Technological Implications of this Volume 3

Installation 5

Parser vs. Point-and-Click 6

Other Technological Issues 8
- Keyboard 8
- Mouse 9
- Joystick 10

Space Quests of Future Pasts 11
- *Space Quest I* 11
- *Space Quest II* 14
- *Space Quest III* 16
- *Space Quest IV* 18
- *Space Quest V* 19
- Yesterday's State-of-the-Art Systems 21

Copy Protection 22

Technical Support and Direct Sales 26

Hints 27

Sierra No-Risk Guarantee 28

Credits 29

Warranty 30

A Letter From Ken Williams

Dear *Space Quest* Customer:

Thank you for buying this 15th Anniversary Sierra Adventure Collection. In this box you'll find the complete history of a gaming series that helped take my company from a small family business to the world leader in PC gaming.

As you explore the contents of this CD and play the *Space Quest* games that are included, I hope you'll take a moment to reflect on the progress that Interactive Entertainment has made in the few short years since *Space Quest I: The Sarien Encounter* was released. At every step of this evolution, Sierra On-Line led the way with breakthrough products which have defined and redefined adventure gaming.

In the next 15 years, Sierra will work hard to deliver on the promise of true interactive multimedia. As we advance into the future, Sierra will be at the forefront of the Information Superhighway. I sincerely hope you'll join us.

Happy Adventuring!

Ken Williams • Founder and CEO • Sierra On-Line, Inc.

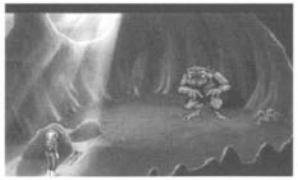
Technological Implications of this Volume

(Or, See Roger. See EGA. See Technology Run.)

Back when Scott Murphy and Mark Crowe thought it might be neat to create a funny science fiction game, Sierra On-Line's technology was state-of-the-art. No other computer game company had a programming language with the capabilities of Sierra's AGI. When *Space Quest I: The Sarien Encounter* hit the marketplace, customers and competitors alike were speechless. If they had spoken, however, they would have said something like "Wow! This parser interface is the best I've ever seen. Are there 16 colors in this game? And look at Roger! He's got to be at least four pixels big!"

Times — and technological capabilities — change. The result of Sierra blazing the technology trail is that the old stuff doesn't look as good as the new stuff. Now the EGA version of *Space Quest I* seems sort of primitive, in a 20th Century kind of way. Likewise, *SQ III* looks better than *SQ II*. And would you believe that in one of the later games, *SQ IV* or *SQ V*, I think, the characters even talk? Incredible. Yes, Sierra has the technology. We could even have imposed that new-fangled technology on these classics, just as a certain Atlanta mogul "colorizes" old black and white pictures.

But we think we know our fans. You wouldn't have wanted us to update the classics, would you? We didn't think so. This collection contains the games in all their glory. We haven't altered a single pixel, because we knew you woudn't want us to. (Also, we weren't budgeted for something that major.)



Sierra's software technology was a product of the times. On the next page we've listed the limitations of the hardware when each game was released. When you play the EGA version of *Space Quest I*, you might think to yourself: "No sound. Bummer." The fact is that sound cards weren't even invented when the Two Guys from Andromeda were designing *Space Quest I*. And since the Two Guys didn't dabble in time travel until *Space Quest IV*, back in 1986 they were unable to design any sounds beyond the beeps and boops made by a sleek, new, shiny, state-of-the-art... IBM personal computer with 256K on board? Woo-woo!

As the hardware changed, so did the software. As the software evolved, so did Roger Wilco. Roger became stronger, and yet tender. He grew taller, and more Nordic somehow. He turned into a '90s kind of guy, able to express his true feelings. He's a good friend to men, and he's sensitive to the needs of women. No, really. So sit back and enjoy this wonderful retrospective of the most amazing space janitor anyone's ever seen.

Installation

(Or, Stick Tab A in Opening B)

WINDOWS INSTALLATION

1. Place the *Space Quest* CD into your computer's CD drive.
2. Start Windows.
3. Click on [File] and select [Run].
4. At the Command bar, type the letter of your CD drive, followed by "\SETUP.EXE", press "OK". For example, if the letter of your CD drive is "D," type "D:\SETUP.EXE", press "OK".
5. Follow the on-screen installation instructions.

MS-DOS INSTALLATION

1. Place the *Space Quest* CD into your computer's CD drive.
2. At the prompt, type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D," type "D:", and hit [Return].
3. Type "INSTALL", [Return].
4. Follow the on-screen installation instructions.

README FILE

If you want to look at the readme file, type "README" from the DOS prompt. The file will appear on screen.

Parser vs. Point-and-click

(Or, Smiling Interfaces)

THE PARSER INTERFACE: *SPACE QUEST I* THROUGH *SPACE QUEST III*

The *Space Quest* series began with what is known as a "parser interface." With this kind of interface, the player types instructions at a cursor on the screen. If, for example, Roger finds a giant crab while he is starving to death, the player types EAT CRAB. If the parser recognizes the words, Roger will comply by eating the crab. The result of Roger's actions, however, may be either good or bad. Maybe Roger's hunger is satisfied, and now he can proceed with the game. On the other hand, maybe the crab pinches him, hard, on the nose, and he gets gangrene and dies. The player must live by — and die by — his decisions; that's what the save and restore features are for.

The parser was the Official Interface of the *Space Quest* series until *Space Quest IV: Roger Wilco and the Time Rippers*. At that time, technology had advanced to such an extent that a "point-and-click interface" was developed. Now no typing was required; rather, the player used something called an icon bar.

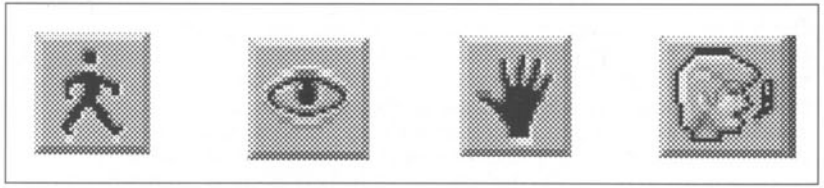
ICONS AND CURSORS: *SPACE QUEST IV* AND *SPACE QUEST V*

USING ICONS

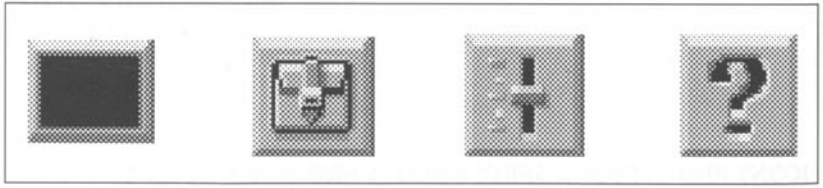
At the top of the screen of every point-and-click game is an icon bar containing several icons that can be selected to execute the command choices available to you.

To open the icon bar, press [ESC] or move the mouse cursor all the way to the top of your screen.

Some icons will have a menu of choices. Use the [TAB] key, arrow keys or mouse cursor to move between choices within an icon menu.



WALK LOOK ACTION TALK



ITEM INVENTORY SYSTEM HELP

Note: There may be slight variations in the appearance of icons from game to game. If you are unsure of an icon's purpose, click on the icon with the HELP symbol (the question mark located at the right end of the icon bar).

Other Technological Issues

(Or, Moving Around in Several Time Zones)

USING A KEYBOARD

To position the on-screen cursor or move your game character using a keyboard, press a direction key on the numeric keypad.

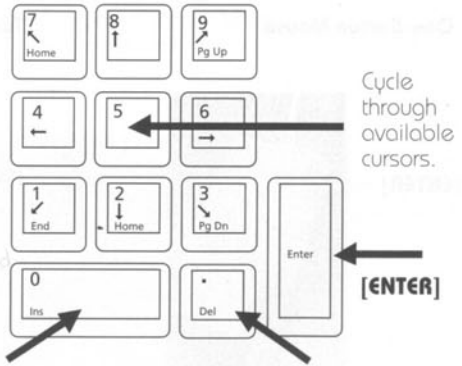
To stop your character, press the same direction key again.

To execute a command, press [ENTER].

To move the on-screen cursor or game character in smaller increments for exact positioning, hold down the [SHIFT] key and use the arrow keys.

For more detailed keypad instructions, see the picture.

The menu bar is accessible by hitting the [ESCAPE] key. When the menu bar appears, you can move through the different menu selections by using the arrow keys.



USING A MOUSE

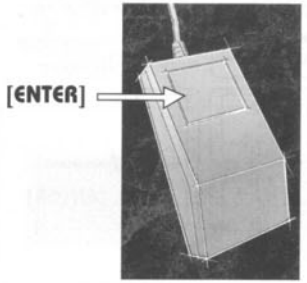
To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position.

To move your character, position the WALK icon at the desired screen location and click the mouse button.

To execute a command, click the left mouse button.

One-Button Mouse



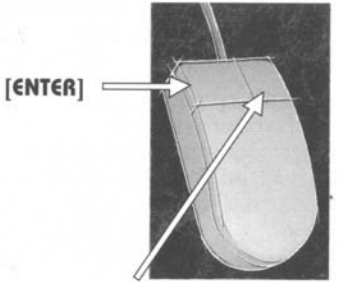
[SHIFT] - CLICK

Cycle through available cursors.

[CTRL] - CLICK

Toggle between WALK and last cursor chosen.

Two-Button Mouse



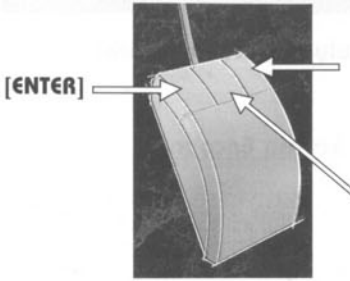
RIGHT - CLICK

Cycle through available cursors.

[CTRL] - CLICK

Toggle between WALK and last cursor chosen.

Three-Button Mouse



RIGHT - CLICK

Cycle through available cursors.

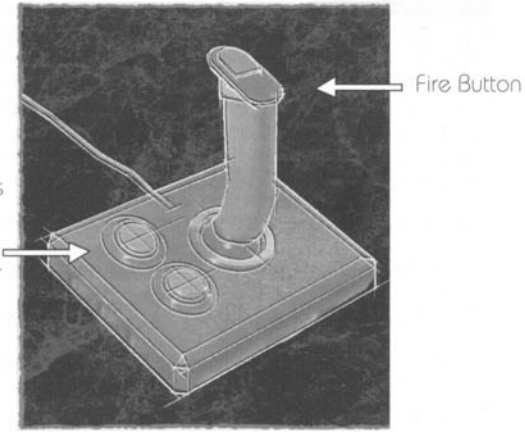
MIDDLE - CLICK

Toggle between WALK and last cursor chosen.

USING A JOYSTICK

To position the on-screen cursor using a joystick, move the stick in the desired direction.

To execute a command, press the FIRE button.



Space Quest of Future Pasts

(Or, A Retrospective of this Truly Important Work)

SPACE QUEST 1:
Roger Wilco in the Sarien Encounter

Light-years from this solar system exists a galaxy known as Earnon (ear-non). Though the inhabitants of this galaxy have lived in peace and prosperity for many decades, events have been observed recently which indicate that life won't be so rosy in the future. The galactic government has become corrupt and unresponsive. Young Earnonians have grown rebellious and hostile. Lunatics and sub-Delta morons have taken control of the TV networks (actually, this happened centuries ago, but nobody noticed until just recently). Worst of all the sun, on which the earthlike planet Xenon (zee-non) relies for the building blocks of life, is dying. Xenon's very basics of life are threatened. Xenon scientists predict that only certain insect species and most human resource professionals will survive the resulting ice age.

So with what amounted to a do-or-die dilemma, the most talented minds on the planet went to work. The result was a radical design for something called the Star Generator (not to be confused with the William Morris Agency), a device capable of turning a lifeless planet into a raging ball of fire. Or the other way around. Nobody was quite sure, since it had never actually been tested.

The development team for the Star Generator project was stationed aboard the spacelab Arcada (Ar-kaw-da) and sent to the outer edge of Earnon to further its research. (Here's where you come in.) You serve as a member of the

crew of the Arcada...as a janitor. That's right, a janitor – and not a very good one. You'd certainly have been sacked and replaced were the Arcada not millions of kilometers from Xenon. Anyway, after months of development and testing, the mission has been completed. Although still in the experimental stages, the Star Generator appears to be fully operational. The good news is flashed back to Xenon as the crew of the Arcada prepares for the trip home.

But the news does not travel far before it reaches unintended ears. Monitoring the Arcada's transmissions are Sariens (Sair-ree-ins), space thugs who cruise the galaxies wreaking havoc by exposing aerosol cans to open flame or fire. The Sariens' immediate intent is to capture the Star Generator and bring it aboard their battle cruiser Deltaur (Del-tar). With the Star Generator in their possession, the Sariens would have the ultimate weapon with which to terrorize the universe and gain sweet revenge against a civilization which ostracized them so long ago. They'd also get invited to better parties.

As your adventure begins, you are currently conducting one of your famous on-shift naps in the janitorial storage closet. You arise slightly annoyed at the commotion which has awakened you so rudely. This does not amuse you as you had just drifted off to sleep. The alarm system is activated, indicating that the Arcada is under attack.

When the commotion dies down you take a look outside. Your eyes fall upon a grisly sight. Several of your fellow crew members' bodies lie strewn about the ship, their posture indicating a total unwillingness to get up and keep living.

Although you aren't used to doing a lot of thinking, your brain cells kick into high gear. What a mess! How am I gonna get those blood stains off the floor? In the midst of this intensely deep thought (well, deep for YOU) you are startled into serious reality when you hear a laser blast followed quite closely by a sickening scream. You briefly consider taking another nap, but it finally occurs to you that YOU might be in danger as well. This will never do.

WELCOME ABOARD THE SPACELAB ARCADA

A BRIEF WALKTHROUGH
WARNING: The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in *Space Quest I*.

Once Roger is standing in the hallway, it's time to look around. If you are playing the VGA version, select the LOOK icon from the Icon Bar. Click the EYE icon on your character to find out who you are. Click the WALK icon from the icon bar. Click on the far left of the upper floor. Roger will now walk to the edge of the screen and disappear into another room.

You are now in the Data Archive of the Arcada. LOOK around. In fact, try selecting the SMELL and TASTE icons and click those around different features of the picture. You never know what might yield a clue. Now that you've tried that, select the WALK icon and click it on the left door. Roger will once again walk to the edge of the screen and disappear through the door.

Walk to the left edge of the screen and into the next room. Once there you will notice that you've come to a dead end, not to mention a dead guy. After you've taken a look at him select the HAND icon and click on the wasted crewman. Roger will bend down to frisk the body, finding a keycard in the process. It is now part of your inventory. To see it, click on the INVENTORY icon. You will see two items: a keycard and two buckazoids. You'll need both items later in the game.

It's time for you to head out and explore the rest of the ship. Watch out for unwanted visitors roaming about. They certainly aren't friendly. Good luck and happy adventuring!

SPACE QUEST II: Vohaul's Revenge

Space Quest II understands a wide variety of words like:

CALL	EXAMINE	OPEN	SEARCH
CLIMB	GET	PLAY	TAKE
DIVE	HIDE	PRESS	THROW
DRINK	HOLD	PUT	TIE
EAT	LOOK	RUB	USE

A BRIEF WALKTHROUGH
WARNING: The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in *Space Quest II*.

MASTERING THE UNIVERSE...A BEGINNER'S GUIDE TO SPACE QUEST - CHAPTER TWO

(Press the space bar to bypass the title screen.)

You begin aboard the Xenon Orbital Station 4. The computer will prompt you to enter your name (up to 18 characters). Type in your name and press [Enter.] Orbital Station 4 is one of many orbiting Xenon, your home planet. It is a transfer point for travelers seeking transportation to the various planets in the Earnon system. As we begin this chapter of our story, we find you, Roger Wilco, ace janitor, doing what you do best. You are currently sweeping up the decks of XOS 4.

A beep emanates from your wrist watch. You release your grip on the broom. The broom floats away, never to be used again. That makes the third one this week. Wait 'til your boss finds out.

Type: LOOK AT THE WATCH. [Press Enter] A close-up shot of a wrist watch appears.

Type: PRESS H. [Press Enter] Read what appears on the screen.

Type: PRESS T. [Press Enter] Read what appears on the screen.

Type: PRESS C. [Press Enter] Your boss will address you.

Type: LOOK. [Press Enter] You are working outside Xenon Orbital Station 4. Using your arrow keys, walk Roger to the round object in the center of the ceiling. After a moment, you'll be whisked away to the airlock chamber.

Type: LOOK AT THE ROOM. [Press Enter] This is the airlock chamber. From here you can gain extra-vehicular access. Spare suits hang on the back wall. Some lockers are mounted on the side wall. Walk to the lockers at the right side of the screen.

Type: OPEN THE LOCKER. [Press Enter]

Type: LOOK IN THE LOCKER. [Press Enter] You bravely peer into the locker to find a cubix rube puzzle and your athletic supporter.

Type: TAKE EVERYTHING. [Press Enter]

Type: CLOSE THE LOCKER. [Press Enter] Walk over to the spacesuits against the back wall.

Type: TAKE A UNIFORM. [Press Enter]

Type: LOOK AT THE UNIFORM. [Press Enter] You are attired in the smart-looking uniform of a Xenon Orbital Station employee. Walk out the door at the left side of the screen. You will be addressed by a man.

Type: LOOK AT THE ROOM. [Press Enter] The room will be described. Walk over to the men working on the consoles.

Type: TALK TO THE MAN. [Press Enter] He will tell you what to do.

Walk to the center of the platform at the left side of the room. It will transport you up to the second floor. Walk along the corridor to your right and enter the transport. It will transport you to another room.

Type: LOOK AT THE ROOM. [Press Enter] The room will be described. Walk along the corridor to your right and go down the stairs.

Type: LOOK AT THE SHUTTLE. [Press Enter] The room will be described. Walk to the shuttle craft and climb up the stairs. Enter the shuttle and start sniffing around for the mess you must clean. You are surprised to find that the shuttle is not empty. There are two extremely ugly suckers walking toward you. POW!! THACK!! BINCK!! THUD!!! Your protest is cut short as two interstellar ruffians proceed to thump you unconscious. Everything fades.

Thus begins your adventure in *Space Quest II*. Try not to get killed too much. Remember: Save early and save often. Good luck, brave janitor.

SPACE QUEST III - The Pirates of Pestulon

Roger's escape craft was towed aboard a Space Junk Freighter. Using his legendary ingenuity and mostly dumb luck, he escapes to try and the Two Guys From Andromeda from the clutches of the villainous ScumSoft Corporation.

When Roger has stepped out of the escape pod and the door closes, the game will begin. Press ENTER to remove the comment screen that appears after the pod door closes. Use your mouse, keyboard or joystick to walk south (down) to the next area, where several junk spaceships are stored. While you are here, try looking around at your surroundings.

A BRIEF WALKTHROUGH
WARNING: The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in *Space Quest III*.

Type: LOOK. [Press Enter]

Walk to the spaceships.
Type: LOOK AT SHIP. [Press Enter]

Walk to a pile of junk.
Type: LOOK AT JUNK. [Press Enter]

Walk to the crate in the left foreground.
Type: LOOK AT CRATE. [Press Enter]

From this area, walk east (right) to the next room, and walk to the large gear in the left foreground.
Type: LOOK AT GEAR. [Press Enter]

Walk to the giant arm in the background.
Type: LOOK AT ARM. [Press Enter]

When you have explored all you want, walk to the right side of the room until you come to a vertical conveyer that is lifting buckets up and out of the screen. If you stand close enough, in front of the conveyer, it will catch you and carry you to a horizontal conveyer belt which leads to the shredding machine. At this point it would be a good idea to save your game.

To keep from being thrown in the shredder,
Type: STAND. [Press Enter]

Immediately **Type:** JUMP [Press Enter] (to reach the rail above the conveyer).

Now you will be able to walk along the rail to begin your exploration of the ship. But be careful! It is still possible to slip and fall to your death. NOTE: If you have been using a mouse or joystick to move the character, you might want to switch to the arrow keys for tricky sequences like this one.

When you are on the rail, walk west (left) until you come to an opening in the ship's bulkhead. On the other side, hanging from the rail, is a rail-grabber car. Walk close to it and **Type:** GET IN GRABBER. [Press Enter]

You are now on your way to exploring your new environment. Good luck, and remember, those Two Guys are counting on you!

SPACE QUEST IV
Roger Wilco and the Time Rippers

Time travellers everywhere are flocking to futuristic Xenon to view and photograph the amazing post-apocalyptic landscape. If you and your family plan to visit this bleak yet fascinating vacation getaway, this walking tour will help you get the most from your stay. Here's a Safety Tip: AVOID THE CYBORGS!

A BRIEF WALKTHROUGH
WARNING!! The following section includes hints that experienced game players may not want to see. Continue reading ONLY if you have trouble getting started playing Space Quest IV.

As you arrive on the streets of Xenon, click the EYE cursor on various locations on the screen to learn about your surroundings. Walk one screen East and click the HAND cursor on the rope in the lower right side of the screen. Avoid the cyborg if he should appear. Walk between the red columns on the upper

right side of the screen. Select the rope from your inventory window and click the ROPE cursor on the ground. Wait for the bunny to walk into the noose, and click the HAND cursor on the rope.

Walk two screens east. A skimmer is parked on the street. Click the EYE cursor on the skimmer. Click the HAND cursor on the skimmer to search it. Click the HAND cursor on the glove box to open it, and again to take the PocketPal inside.

Walk one screen north. Click the EYE cursor on the large object on the street corner. Click the EYE cursor on the hole in the side of the tank. Now would be a real good time to SAVE YOUR GAME. Click the HAND on the unstable ordnance to take it.

Walk two screens west, to the opposite street corner. Click the Hand cursor on the sewer grates, until you find one you can climb into. After you explode, restore your game and DON'T take the unstable ordnance. Return to the sewer grate, descend below the city, and enjoy the rest of the game!

SPACE QUEST V - The Next Mutation

A BRIEF WALKTHROUGH
WARNING: The following information is for beginning adventurers only. The contents include hints and answers to puzzles that experienced adventurers may not wish to see. Continue reading only if you are having trouble getting started in Space Quest V.

After Roger gets ejected from the academy bridge simulator, he must get to class quickly to avoid being expelled from the StarCon Academy. Use the WALK icon to move Roger north until the door to the classroom is visible. (It has a locker next to it.) Click on the

door with the HAND icon to enter the room. TRANSLATION: After the Roginator gets hosed in the sim he needs to beat feet to class–so he can scan for babes.

Surprise! The StarCon Aptitude Test is today. Of course Roger hasn't studied for it, so he's going to have to cheat. Click the EYE icon on the student's desk to your left when the proctor droid is facing the back of the classroom. The miniature version of the test question you are on will pop up over the cadet's shoulder. You can tell the answer he marked by its position on the screen (i.e. the top one is "A", the next one down is "B", etc.). TRANSLATION: Oh shoot! The SAT is today and it's been "party-hearty" for the Rog-meister. Eyeball the nerd-herd chieftain's console to scam the hot top!

After the test, you need to clean the Academy crest as part of your punishment for being late to class. Get the cleaning supplies from the closet located one screen north of the classroom. Make sure you get the Scrubomatic™ floor scrubber AND the orange safety cones from the closet. TRANSLATION; Bummin', the Rog-man has to spic-and-span the academy crest 'cause he got busted. Snag the Scrubomatic and the orange party hats from the closet.

Next move Roger south until you find the only hallway leading to the right. Take it to the rotunda area. In the rotunda hallway you find a burly security guard (don't bother him!) and the anti-gravity personnel lift. Click the HAND icon on the lift to ride it down to the floor of the rotunda. TRANSLATION: Rotate the Roginator southward 'til you scope the right hallway. Jam down it to Rotunda then hitch a ride on the a-grav lift. Don't cut on the rent-a-cop, he's a real jerk!

Place the safety cones at the corners of the crest on the floor of the main rotunda (if you don't, people will walk all over it and spoil your work). Next, take the Scrubomatic out of your inventory and place it on the floor. Click on it with the HAND icon to clean activate it. Use the scrub brush icon to mover

Roger around on the scrubber. TRANSLATION: Toss the cones around the crest and snag a ride on the Scrubomatic. Shred the duffers if they get in your way! When you have finished cleaning the crest it will sparkle and Captain Quirk will walk in with a woman of your acquaintance (pay attention to their dialogue exchange). Then go back and put your cleaning supplies away...and watch the nifty "meanwhile" sequence. TRANSLATION: Chill, scope the babe, and let the fresh artwork slide by your eyeballs...

After the meanwhile sequence Roger can go back and pick up his test scores. Results are posted on the bulletin board next to the classroom. If Roger scored well on his test, he should be on his way toward commanding his own ship. Give yourself a pat on the head, you've earned it! TRANSLATION: Scan the scores, and see if Rog busted a move or got '86ed. If the Rog-man scores some new duds, pop a cold one! You scored a bonus!

YESTERDAY'S STATE-OF-THE-ART SYSTEMS

SPACE QUEST I -The Sarien Encounter
Originally Released –1986
State-Of-The-Art-System – IBM PC XT (4Mhz); 256K memory; EGA; Dual 5.25"

SPACE QUEST II - Vohaul's Revenge
Originally Released –1987
State-Of-The-Art-System – IBM PC AT (8Mhz); 512K memory; EGA; Dual 5.25"

SPACE QUEST III - Pirates of Pestulon
Originally Released –1989
State-Of-The-Art-System –
286 PC-Compatible; 1 meg memory; VGA; 20Meg Hard Drive; Adlib Card

SPACE QUEST IV - Roger Wilco and the Time Rippers
Originally Released –1991
State-Of-The-Art-System –
386 PC-Compatible; 1 Mg. memory; VGA; CD-ROM Drive; DAC compatible soundcard

SPACE QUEST V - The Next Mutation
Originally Released – 1993
State-Of-The-Art-System –
486 PC-Compatible; 16 meg memory; SVGA; Dual speed CD-ROM Drive; 16-bit soundcard

COPY PROTECTION

(Or, What Irritates You More Than Anything Else?)

You know about that pesky copy protection. It's what keeps those who haven't bought games from playing them. Or not. Anyway, in an effort to thwart pirates, copy protection has gotten pretty elaborate over the years.

The fact is, the best way to thwart pirates (at least, until they figure out a way to get around this too) is to put games on CD. Plus, CDs can accommodate a lot more code and graphics, which means better games. Would you have thought even five years ago that Sierra would ever be able to squeeze five *Space Quest* games on one disk?

Sure, we could have left off the copy protection. But we knew you wanted the whole *Space Quest* experience, which of course includes trying to find out how to get around the copy protection. We've included documentation-based protection for *Space Quest I* and *Space Quest V*. So enjoy this aspect of the Collection as you enjoy all the others, and as you key in those ridiculous codes, keep in mind that *Space Quest* has been vacuum-sealed for your protection.

The following charts are the copy protection for *Space Quest I* VGA.

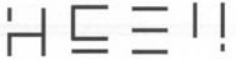
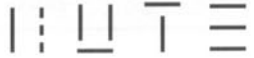
SPACE QUEST I VGA COPY PROTECTION

Arcada Planetary Reference Library Catalog: Data Carts are filed and retrieved automatically by code sequence, not by alpha order. To request a data cart, please enter the code sequence corresponding to the topic of your choice. There's a one buckazoid per day charge for overdue carts.

TOPIC	CODE SEQUENCE	TOPIC	CODE SEQUENCE
Asteroids		Orbits	
Astral Bodies		Planetary Formations	
Binary Systems		Pulsars	
Black Holes		Quadrants	
Constellations		Quasars	
Galaxies		Solar Flares	
Gravity		Solar Systems	
Magnetic Fields		Stars	
Meteors		Van Allen Belts	
Moons		Warp Fields	

NAVIGATIONAL GRID CODES

Per the recent contract provision enacted by the United Federation of Jargon Writers, the following code system is now mandatory "in order to facilitate droid-assist navigational system standardization." Use the following obscure codes when telling your droid where to go.

SECTOR	CODE	SECTOR	CODE
AA		BF	
BB		BG	
CC		CH	
DD		CI	
EE		DG	
FF		EG	
GG		HA	
HH		HD	
II		IB	
AD		IC	

SPACE QUEST V COPY PROTECTION

During your interplanetary journeys, you'll save light years if you know the coordinates of your destinations. Please refer to the handy in-flight Planetary Coordinates Chart below.

ENGLISH	GERMAN	FRENCH
Thrakus .....#53284	Thrakus .....#53284	Thrakus .....#53284
K U .....#20011	Kiz Urazgubi ....#20011	K U .....#20011
Lukaszuk II .....#91001	Inkubus .....#91001	Lukaszuk II .....#91001
Gingivitis .....#81100	Kokolores .....#81100	Gingivitis .....#81100
Monostadt VII ...#54671	Furunkel IV .....#54671	Monostadt VII ...#54671
Klorox .....#90210	Ohmo II .....#90210	Omo II .....#90210
Gangularis .....#71552	Influenzaris .....#71552	Gangularis .....#71552
Commodore LXIV .#01015	Ratzbutz LXIV ....#01015	Commodore LXIV .#01015
Spacebar .....#69869	Allbar .....#69869	Bar de L'Space ..#69869
Peeyu .....#92767	Limburgis .....#92767	Peeyu .....#92767
Spittoonie .....#44091	Saliva .....#44091	Spittoonie .....#44091

TECHNICAL SUPPORT AND DIRECT SALES

U.S. TECHNICAL SUPPORT

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, mail or modem.

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Phone: (206) 644-4343
M-F, 8:15 am - 4:45 pm
Fax: (206) 644-7697

Direct Sales
Sierra On-Line
Direct Sales
PO Box 3404
Salinas, CA 93912
24 Hour Phone:
(800) 757-7707
Fax: (408) 644-2018

Modem Support
For on-line support and hints:

Sierra BBS: (206)644-0112
CompuServe: GO SIERRA (Sierra Forum)
America Online: Keyword: SIERRA
INTERNET: HTTP://WWW.SIERRA.COM

On-Line Sales
CompuServe: GO SI (CompuServe Mall)
GO SIERRA (Sierra Forum)

International Sales
Sierra On-line
Direct Sales
PO Box 3404
Salinas, CA 93912-3404
Main: (206) 746-5771
Fax: (408) 655-6179

U.K.
Sierra On-Line Limited
Customer Support
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom
Phone: (44) 1-734-303-171
M-F, 9:00 am - 5:00 pm
Fax: (44) 1-734-303-362
Modem: (44) 1-734-304-227
(Disk/CD replacements are £6.00, or £7.00 outside the UK.)

France
Coktel Vision
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Foret Cedex
Phone: (33) 1-46-01-4650
7 jours sur 7 de 9h a 21h
Fax: (33) 1-46-31-7172
(Disk/CD replacements: Call for information)

Germany
Sierra Coktel Vision Deutschland
Robert Bosch Str. 32
D-63303 Dreieich
Hotline: (49) 6-103-99-4040
Fax: (49) 6-103-99-4035
Mailbox: (40) 6-103-99-4041

HINTS

U.S. Hint Line
1-900-370-5583, $.75 per minute
Sierra On-Line
Attn: Hints
PO Box 53210
Bellevue, WA 98015-3210
Fax: (206) 562-4223

Canadian Hint Line
1-900-451-3356
$1.25 per minute (Canadian)
(U.S. and Canadian hint line users must be 18 years or older, or have parental permission.) You may also contact Direct Sales to order a hintbook.

U.K. Hint Line
New Sierra Hint Line: For adventure games released after January 1, 1993. Charged 39p/minute cheap rate, 49p/minute at other times. Maximum call length: 7.5 minutes. Maximum charge cheap rate: £2.93, £3.68 other times. Must have permission of the person who pays the phone bill before calling (line available in the UK only, 24 hours. Requires a touch tone phone).

Old Sierra Hint Line; For adventure games released up to December 31, 1992. Calls are charged at normal telephone rates. (Requires a touch tone phone. 24 hour line).

New Games Hint Line: (Within UK only)
(0) 891-660-660

Old Games Hint Line: (within UK)
(0) 1734-304-004

Old Games Hint Line: (outside UK)
(44) 1734-304-004

France Hint Line
Hint Line: (33) 1-36-68-4650
Costs 2,19F la minute, tarif en vigueur au 20 mai 1994. (France Métropolitaire seulement)

Germany Hint Line
Hint Line: (0)190-515-616
Nur in Deutschland verfügbar, 0,23 DM für 12 Sek.

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The Promise: We want you to be happy with every Sierra Product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund... EVEN IF YOU BOUGHT IT RETAIL.

The only Catch: You've got to tell us why you don't like the game. Otherwise, we'll never get any better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

If you find that you need to send for replace-ment CD discs, send the original discs to:

U.S.
Sierra On-Line Returns
PO Box 3404
Salinas, CA 93912

Europe
Sierra On-Line Limited
Attn: Returns
4 Brewery Court
The Old Brewery,
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days, there is a $10.00 (£6.00) charge for a replacement disc.

Credits

(Responsible Parties)

Producer:
Scott Murphy

Programming and Interface:
Bob Andrews
Scott Murphy
Greg Tomko-Pavia
Jerry Shaw

Upgraded Version
David Artis

Art Design:
Gloria Garland
Nathan Gams

Writer:
Leslie Sayes Balfour

Research:
Lori Lucia
Judy Crites

Documentation:
Lori Lucia
Leslie Sayes Balfour

Resident Historian:
John Williams

Quality Assurance:
Judy Crites
Sharon Simmons
Catie Andrews
Doug Wheeler

Music:
Neal Grandstaff

Audio Engineers:
Rick Spurgeon
Kelli Spurgeon

Video:
Bob Andrews
Bruce Balfour
Leslie Sayes Balfour
Bob Ballew
Corey Cole
Lori Cole
Bill Crow
Sabine Duvall
Ken Eaton
Nathan Gams
Neal Grandstaff
Mark Hood
Jane Jensen
Randy Littlejohn
Josh Mandel
Neil Matz
Scott Murphy
Rich Powell
Barry T. Smith
Roberta Williams
Chris Willis

Special thanks go to all the Space Quest veterans, both convicted and acquitted, whose contributions have made the series possible.

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